



\*\*\*\*\*SELO HOME DESIGNS\*\*\*\*\*

\*\*\*\*\*SELO TOWER 17 v1.0 FURNISHED USER'S MANUAL\*\*\*\*\*

### CONTENTS OF THE USER'S MANUAL

1. **GENERAL**
2. **SPECIFICATIONS**
3. **FURNISHINGS**
4. **QUICK START REFERENCE GUIDE**
5. **REZZING**
6. **UPDATING THE HOME CONTROL SYSTEM**
7. **COPYING AND MOVING THE FURNITURE**
8. **CENTRAL HOME CONTROL SYSTEM**
9. **AVATAR KEY (UUID) FINDER**
10. **PRIM COUNTER**
11. **SECURITY ORB**
12. **LIGHTS**
13. **DOORS**
14. **WINDOWS**
15. **TELEPORTERS**
16. **RADIO**
17. **CEILING FAN**
18. **WELCOME MATS**
19. **SWING SET**
20. **FIREPLACE**
21. **LOBBY AREA**
22. **MODIFICATIONS**
23. **SUPPORT**
24. **USEFUL TIPS**

## 1. **GENERAL**

Hello and thank you for your purchase.

-This is a 20 Apartment studio tower+lobby+grassy yard.

-There are 4 apartments on each floor.

-Apartments have central home control systems (prim counter, security orb, lights, doors, windows, ceiling-fans, teleporters and a radio-only in the lobby-. The lobby can be used as an office by you or by your manager or to place your servers.

-You can replace the sign texture at front entrance where it says STUDIO APARTMENTS with any texture. In the same way, you can replace the textures on apartment number pads.

-The floors and the stairs are carpeted. You may want to make copies of the welcome mat and the ceiling fan and place them at apartments too (Only 3 additional prims per apt!).

-Only 4 apartments on the 1st floor are furnished. All the furniture is copy/mod-no trans so you can make copies and furnish other apartments in the same way I have done or any other way you like.

## 2. **SPECIFICATIONS**

**PRIMS:** 387 prims (including all devices, each apartment is: 19 prims) (See TIPS at the end of this notecard to learn how to save prims.)

**TOWER FOOTPRINTS:** 32mx32m =1,024sqm (96'x96'=9,216sqf)

**GRASSY YARD FOOTPRINTS:** 50x50=2,500sqm (150'x150'=22,500sqf)

**RECOMMENDEN PLOT SIZE AND PRIMS:** 8192sqm or larger, 3,500 prims (It depends on how you will decorate it or how many prims you will allocate to each renter.)

**HEIGHT:** 40 meters (120')

**PERMISSIONS:** COPY/MOD-NO TRANSFER (Scripts are Copy only!)

**TYPE:** 20 APTS-RESIDENTIAL TOWER, FURNISHED.

**ID\_Number:** 200 through 220 (The operating channel).

**IMPORTANT:** If you rez more than one copy of the tower on the same SIM, you need to change this ID\_Number in all the Central Control pads and other devices controlled by the central home controllers to prevent conflicts.

## 3. **FURNISHINGS:**

THE FURNISHED VERSION INCLUDES THE FOLLOWING ITEMS:

1. Ceiling fan (2 prims)
2. Nightstand (1 prim)
3. Dining table and 2 chairs (3 prims)
4. A vase w/flowers (2 prims)
5. Living room set (5 prims)
6. Fireplace (4 prims)
7. A scripted mat for each apartment (1 prim)
8. A sex bed (5 prims)
9. Flowers in a planter (3 prims each)
10. 1 painting in each apartment and in the lobby (1 prim)
11. Vacant-rented board for 32 apts (36 prims)
12. Decorated grass yard with a wall (flowers: 4 prims total / trees: 8 prims total / walkways: 4 prims total / garden lamps: 4 prims total / Picnic table: 1 prim / Swing Set: 3 prims)
13. Wall clock in the lobby. (4 prims)
14. A patio set for 4 people (7 prims)
15. A mailbox (2 prims)
16. A TV monitor in each apartment (1 prim)
17. A bench in the lobby (2 prims)
18. A GROUP INVITER/JOINER PANEL (1 prim)
19. A PAGER (1 prim)
20. A fountain (2 prims)

#### 4. **QUICK START REFERENCE GUIDE**

- 1- Rez the tower, move it to its final location and click *Save*.
- 2- Go to the lobby, click **UPDATE SYSTEM** on the controller panel.
- 3- Go to each apartment, click **UPDATE SYSTEM** on the controllers on the walls to the left.
- 4- Also, make sure you replace the information on the config notecards in the controllers with yours (your name, e-mail address, UUID number, prim quotas).
- 5- Now you can use all the functions of the apartments/tower right.
- 6- The detailed information on the use of the tower is given below.

#### 5. **REZZING**

The tower comes in a Rez-Faux package so it is very simple to rez the tower. Place the rez box on the edge of your parcel with **FRONT** side facing you and move it up about half a meter (2') from the ground. Click on it. The rez menu will appear. Right click on the rez box and go to Edit mode. (Please fly up before you rez the tower to prevent getting kicked by rezzing tower parts, especially if you are rezzing it in sky!) Now click *Rez* on the menu and wait until all parts are rezzed properly. It will rez behind the rez box.

Place the tower to its final location by dragging the rez box, the rezzed tower will follow it. When you are happy with the location, click *Save* or *Store* on the menu.

I would recommend you to rez the tower on a separate parcel and not with any other buildings on the same parcel so it would have its own media (TV and radio streaming).

\*\*\*\*\*AFTER SAVING THE TOWER, YOU NEED TO UNLINK ALL SECURITY ORBS! SEE TIPS BELOW FOR UNLINKING A PRIM!\*\*\*\*\*

#### 6. **UPDATING THE HOME CONTROL SYSTEM**

Click **UPDATE SYSTEM** on the control panel in the corner on the wall as you enter the lobby. Wait until it checks all devices.

[23:01] SELO HOME CONTROLLER-SHC: Preparing to poll devices...

[23:01] SELO HOME CONTROLLER-SHC: Polling devices... please wait until timer expires in 20 seconds...

[23:02] SELO HOME CONTROLLER-SHC: Polling complete... controller ready

Now click on **REPORT STATUS**. You should see chats in local chat window like in the following:

[23:02] SELO HOME CONTROLLER-SHC: Door 1, count = 2

[23:02] SELO HOME CONTROLLER-SHC: Light 1, count = 13

[23:02] SELO HOME CONTROLLER-SHC: Radio 1, count = 1

[23:02] SELO HOME CONTROLLER-SHC: Tp 3, count = 12

If you see all those devices as shown above, then you can start using the lobby and the teleporters to your apartments. If the SIM is laggy and you don't see all those devices there as shown, then, increase the polling delay on the config notecard inside the Controller as shown below or even a higher value:

Polling Delay,20 >>>> Polling Delay,30

\*\*\*\*\*YOU MUST UPDATE ALL CENTRAL CONTROLLERS AT APARTMENTS AFTER THE TOWER IS SAVED BEFORE YOU START USING THE APARTMENTS! THIS IS A ONE TIME PROCESS ONLY!\*\*\*\*\*

#### 7. **COPYING AND MOVING THE FURNITURE**

Go to Apt 1, right click on the sofa, while pressing on Ctrl, click on other pieces of furniture and select them (fireplace, coffee table, nightstand, table lamp, bed (make sure the bed cover is closed-, dining

table w/ chairs, vase w/flowers) then hold down Shift key and keep it pressed and click on the blue arrow and drag upward to the apartment over Apt 1. It will take a copy of that set to the upper apt. Place it and leave pressed keys. You need to click on mattresses to restart them after copying. Do the same for all other apartments over Apt 1 and repeat the steps for apartments over Apts 2, 11 and 12.

#### 8. **CENTRAL HOME CONTROL SYSTEM**

I have used my own Home Control System, **SELO HOME CONTROL SYSTEM**, in this tower. The home control panels are on the wall to the right as you enter the apartments from the balconies. The one in the lobby is on the panel to the left as you enter the lobby through the front doors. You can control the devices by directly clicking on them or you can use the Central Home Control System panel. Using the panel would be more convenient if you wanted to close/open all windows, turn on/off all the lights at the same time, for example.

You must edit each notecard before you use an apartment by entering your own information. Open the config notecards in the controllers at apartments and the one in the lobby and remove my name&UUID and add yours and add your e-mail and change the prim quotas as it is shown there. You need to enter the renters' names and UUIDs (Avatar keys) into the ones at apartments where my name is so their rezzed prims can be counted by the system.

The Central Home Controller in the lobby controls the lights inside and outside the lobby, the lobby doors, the ceiling fan, the fireplace (if it is not a standalone fireplace) and the radio in the lobby area and all the TPs at the tower. The tinting level for lobby windows is fixed at minimum as no privacy is required there.

When someone rents an apartment, just add the renter's name and UUID (Avatar key) as a user on the config notecard in the Controller. The Controller will read the Notecard and reset itself and the renter can start using the apartment/the system. He/she will be able to use all the devices controlled by that Controller at the apartment. Add a renter as shown below, one user on one line. Please do not leave space before or after the comma!

*User,Selo Wozniak,026a59e2-ef34-4eb4-8e39-ec3edf7e7a5c*

The config notecards inside the central home controller and the other system devices are pretty much self-explanatory if you wanted to make any other changes to customize them. However, if you need clarification on anything regarding the system, please contact me.

#### 9. **AVATAR KEY (UUID) FINDER**

An avatar key (UUID) finder is added to the package and it will rez in front of the Controller in the lobby when you rez the tower. Just click it and your UUID number will be shown in local chat window. You can have your renters click it, get their UUID and copy paste it to you too.

#### 10. **PRIM COUNTER**

The *Central Home Controller* panel is also a prim counter. You can see the prims over the panel as a hovertext. You need to add your renters and their partners/friends as users into the controllers and their prims will be counted. You may not want to add your name on renters' controllers as you only need to see their prim usages. When the allocated quota is exceeded, the hovertext goes red. When the prims are normal, it is white.

#### 11. **SECURITY ORB**

The black round device on the ceiling inside by the apartment door is the security orb. It is configured already. Just click to turn it on (it is red then) or off (it is black).

## 12. **LIGHTS**

There are ceiling lights inside the apartments, and at the balconies. You can turn them on/off by clicking on them. You can change the light colors by editing the values on the config notecards inside the lights.

## 13. **DOORS**

Doors will open automatically when you walk into them. There are 11 different door textures to choose from. Click on the door and keep it clicked for 15-20 seconds (depending on how laggy the SIM is at that time) and release. You will see the menu. Just try a different texture on inner/outer/edge surfaces. After you have finished, remember to click DONE.

Using doors via the Controller: Click on DOOR on the Controller... 1... Lock or unlock the door.

## 14. **WINDOWS**

They are clear on the inside but they are solid walls on the outside for privacy.

## 15. **TELEPORTERS**

Click on any TP pad and choose your destination on the menu that will pop up. There are 12 TP pads at the tower. Two at each floor and 2 in the lobby.

## 16. **RADIO**

The only radio is located on the wall to the left as you enter the lobby through the front doors. Click on the radio and choose a station (URL) from the menu that will pop up. You can add a radio station (URL) into the radio by adding your URL onto the Channels notecard as shown below:

*Slow Radio=<http://streams.slowradio.com/mp3/128>*

-The radio must be deeded to the Group on Group owned land so it can work right!

-It does not make any sense to place multiple radios on one parcel and it will only cause confusion.

## 17. **CEILING FAN**

There is a ceiling fan in the lobby. Click on the ceiling fan to get the menu. It has Gentle-Slow-Medium-Fast speed levels to start the fan. You can also turn it off. Please NEVER link ceiling fans to the building!

## 18. **WELCOME MATS**

There is a scripted welcome mat at the front doorstep. You can change the texture by clicking on them and selecting *Next* or *Previous* from the menu that will pop up. There are 10 different welcome mat textures to choose from.

## 19. **SWING SET**

A swing set has been placed in the yard. It has anims for two people. Click and start swinging first then right click and sit. You can use them in any direction. Just rotate and click and wait until it resets itself. If necessary, reset the scripts in it after it is placed in its location.

## 20. **FIREPLACE**

There is a fireplace at each apt. Juyst click on it to turn it on or off.

## 21. **LOBBY**

This is a large area where you can place an office, your ads, vendors, LM or notecard givers, notice boards, etc. The lobby has sliding doors at front and a revolving door in the back.

## 22. MODIFICATIONS

The apartments have two rooms but sometimes the renters want a separate room to be added to their apartment. Then carefully unlink a door, a window, a light and a wall, make copies of them and make a room. When you add a door, light and/or a window, make sure they have the same ID\_Number as the ID\_Number of the apartment you are adding them to.) If you want to change the textures, any seamless textures will work fine on walls, floors and ceilings. See *USEFUL TIPS #2* below for unlinking a prim.

## 23. SUPPORT

\*You can get support for my buildings indefinitely for free.

\*\*Future updates will be delivered to you for free.

\*\*\*If Marketplace or my rez vendors fail to deliver the item you buy, send me an IM inworld or an e-mail to: [selo.wozniak@live.com](mailto:selo.wozniak@live.com) with the number and date of the purchase and I will redeliver the product to you directly.

\*\*\*\* All sales are final as this is a copy/mod building and no money will be refunded unless multiple purchases are made for the same building by accident.

**SELO HOME DESIGNS** may offer support for any modifications you may want to make on the purchased building. In case of any texture loss, malfunctioning of scripts because of unlinking components, root prims or any other malfunction due to manipulation will not be repaired by SHD. Please rezz a fresh copy of your SHD prefab in case you can't fix the error you caused.

## 24. USEFUL TIPS

**TIP-1:** After you have rezzed the tower and saved it, take some values for future reference. If you need to rezz the tower at exactly the same location, you can use these values.

**POSITION: X:                      Y:                      Z:                      ROTATION: X:                      Y:                      Z:**

**TIP-2:** How to unlink a prim: Right click on that prim... Edit... check the Edit linked parts box on top... now left click on the prim to be unlinked... Go to Tools menu on top of SL screen... click Unlink. The prim is unlinked.

**TIP-3:** You can resize all prims including mega prims at this tower now! You can also change their textures and colors.

**TIP-4:** You can get someone's UUID number (Avatar Key) by having them click on a UUID (Avatar key) finder supplied to you in the rez box. If you use Phoenix/Firestorm Viewer, then, you can see someone's UUID number when you check their profile. The UUID Finder will rez in front of the Central Controller in the lobby when you rez the tower.

**TIP 5:** You can save some prims by choosing not to use the lights, plants, grassy yard, garden lamps, fireplaces, ceiling fans, welcome mats and door casings. However, I would recommend you keep them as they add to the tower.

**TIP 6:** If you mess up the tower badly, rezzing a fresh copy is always better than trying to fix it.

**TIP 7:** Sculpted prims (if used) (sculptured prims, sculpteers or sculpties) are being used in SL more and more not only to save prims but also to make the buildings look more beautiful and realistic. In order to minimize the sculpted prim and texture distortion, do the following and please pass this information around:

\*On the top SL menu, go to Advanced (Press Ctrl+Alt+D if it isn't already there),

\*Click on Debug Settings,

\*In the window that opens, type (or cut and paste): RenderVolumeLODFactor (as one word) on the top line,

\*Change the numerical value below it to 4.

And also make sure renderdynamicLOD = false in Debug Settings. Now the sculpts and textures will not distort when viewing them from a distance.

**TIP 8:** If there are meshed items in a building, you need to use a “mesh-enabled viewer” like the latest [SL viewer](#), [Firestorm](#) and [Phoenix](#) to see those items right. Now more and more meshed items are being used around SL and we will see them even more as they allow creators to make more realistic items than sculpts and regular prims. However, they have some issues that may limit its widespread use and in all creations.

**TIP 9:** You can place a radio and a TV in the lobby and a monitor (dummy TV/Extender, or anything else the creators name them) at each apartment. The renters can change the radio stations and the TV channels in the lobby and go back to their apartments to listen/watch.

**TIP 10:** After you have saved your tower, you may notice some prims are a little bit off (0.1 degree maybe) and that is an ongoing problem in SL. Please select that prim and make its rotation 90, 180, 270, 360 whichever is closer to it.

**TIP 11:** When you rez the tower, if some parts do not go to their places right, just move the rez box up and down or left and right slightly, they will go to their places. If you are rezzing the tower on the SIM edge, some parts may not rez or some parts may be returned to your Lost and Found folder by the SIM. I would recommend you rez the tower as far from the edge of the SIM as possible and the drag it to its parcel.

**TIP 12:** My buildings are sold COPY-MOD and no transfer, the scripts are COPY only. If, for some reason, I have sold any part of the tower or the scripts as COPY/MOD/TRANS by mistake, this would never give you the right to sell them or give them away to anyone at all. Just use them for yourself please. If you let me know on that I will correct the perms too.

**P.S. (1)** I am also the owner of SELO RENTALS (Ashmore Island) and I rent out beautiful private houses and apartments on the ground and in sky. Please feel free to stop by and check my SIM if you also need a rental home.

**P.S. (2)** I would highly recommend you to use this tower on your own land and not on someone else's land or on Group owned land to minimize the problems while setting up or using the tower. I would not provide support for any of my builds used on Group land, you can use them at your own risk. (The radio must be deeded to the Group on Group owned land so it can work right!)

Please feel free to contact me if you need any help with this building.

[Selo Wozniak](#)